

A game machine displays a target on a display plane with four known points. An image sensor with an image plane on which an image of the display plane is formed with the known points included. The game machine calculates an attitude of the image plane relative to the display plane in response to the image of the known points on the image plane. The game machine causes a change in the target depending on the calculated attitude. The game machine calculates the position of a point on the display plane corresponding to a predetermined position on the image plane in response to the image of the known points on the image plane. The game machine compares the position of the target point with the calculated position to cause a change in the image of the target point on the display plane in response to the comparison.